

IN THE CLAIMS:

1. (currently amended) A method for controlling access to a secondary game on a gaming device, comprising:

accepting a wager;

prior to initiating a primary game, comparing the accepted wager to a preselected wager threshold; threshold and granting access to the secondary game only when the accepted wager equals the preselected wager threshold; and

subsequent to the primary game, initiating the secondary game if access has been granted. ~~when the accepted wager equals the preselected wager threshold, wherein initiation of the secondary game is based only on the comparison of the accepted wager to the preselected wager threshold.~~

2. (original) The method of claim 1, wherein accepting the wager comprises accepting the wager for play on a primary game.

3. (currently amended) The method of claim 1, further comprising initiating granting access to the secondary game when the accepted wager exceeds the presclected wager threshold.

4. (original) The method of claim 1, wherein comparing the accepted wager comprises comparing the accepted wager to a maximum wager.

5. (original) The method of claim 1, wherein comparing the accepted wager comprises comparing the accepted wager to an amount less than a maximum wager.

6. (currently amended) The method of claim 1, further comprising:

establishing a second preselected wager threshold;

identifying play associated with a player tracking card; ~~and~~

prior to initiating the primary game, granting access to initiating the secondary game
when a wager in the identified play equals the second preselected wager ~~threshold~~, threshold;
and

subsequent to the primary game, initiating the secondary game if access has been
granted.

~~the secondary game wherein initiation of the secondary game is based only on the~~
~~comparison of the accepted wager in the identified play to the second preselected wager~~
~~threshold.~~

7. (currently amended) A system for allowing secondary play on a gaming device
having a primary game and a secondary game, the system comprising:

a prestored trigger;

a determiner structured to compare a wager to the prestored trigger prior to initiating
the primary game; and

a controller coupled to the determiner and structured to initiate the secondary game
responsive to a signal received from the determiner granting access to the secondary game,
wherein ~~initiation of~~ access to the secondary game by the controller is granted based only on
the comparison of the wager to the prestored trigger wherein the comparison is performed
prior to initiating the primary game.

8. (original) The system of claim 7, further comprising a first indicator coupled to
the primary game and a second indicator coupled to the secondary game.

9. (original) The system of claim 8, wherein the first indicator is a reel.

10. (original) The system of claim 8, wherein the second indicator is a reel.

11. (original) The system of claim 7, wherein the prestored trigger is a wager type.

12. (original) The system of claim 11, wherein the wager type is a maximum wager.

13. (original) The system of claim 7, wherein the prestored trigger is a wager amount.
14. (original) The system of claim 7, wherein the prestored trigger is a wager source.
15. (original) The system of claim 14, wherein the wager source is a player tracking card.
16. (currently amended) A method of initiating a secondary game on a gaming device comprising:
- ~~permitting play on a primary game;~~
 - accepting a wager;
 - ~~prior to permitting play on a primary game, comparing the accepted wager to a predetermined wager threshold and granting access to play the secondary game only when the accepted wager equals the predetermined wager threshold;~~
 - ~~permitting play on the primary game;~~
 - ~~permitting play on a the secondary game if access has been granted when the accepted wager equals the predetermined wager threshold, wherein permission to play the secondary game is based only on the comparison of the wager to the predetermined threshold;~~
 - reporting a first outcome responsive to play on the primary game; and
 - reporting a second outcome responsive to play on the secondary game.
17. (original) The method of claim 16, wherein the first outcome is a primary game outcome and the second outcome is a secondary game outcome.
18. (original) The method of claim 16, wherein the first outcome is a secondary game outcome and the second outcome is a primary game outcome.
19. (original) The method of claim 16, wherein the first outcome is a randomly selected outcome.

20. (currently amended) The method of claim 16, wherein access to play on the secondary game is permitted granted when the wager exceeds the predetermined wager threshold.

21. (currently amended) A system for accessing a secondary game on a plurality of gaming machines, comprising:

a server coupled to the plurality of gaming machines;

a wager threshold;

a data input device configured to accept a wager; and

a comparator configured to relate the wager to the wager threshold prior to any of said plurality of gaming machines initiating a primary game and to generate a signal to initiate a the secondary game based only on the relation of the wager to the wager threshold.